DIZZY™ THE ADVENTURER

Dizzy returns in an amazing new adventure packed with action, mystery, surprises and lots of interesting new characters!

The Story So Far

Dizzy and his girlfriend, Daisy, were out searching for Pogie, their pet Fluffle. They discovered a secret entrance into Zaks' old castle but were unaware that the Evil Wizard was watching them through his crystal ball. In an attempt to catch Dizzy, he cast a spell on a spinning wheel in the West Tower. As Dizzy and Daisy entered the tower,

Pogie

they noticed that the spinning wheel was mysteriously turning. Unable to control her curiosity, Daisy approached the spinning wheel and accidently pricked her finger and collapsed. Dizzy shook her in a vain attempt to waken her, but with no success. Suddenly Dizzy heard footsteps approaching. The door swung open and there stood Boris the Troll! Grabbing Dizzy he threw him into an underground prison.

Is there any hope of escape for Dizzy? Is there any way to awaken Daisy from her endless sleep? The answers lie in Dizzy The Adventurer!

Instructions

Dizzy must explore his world to find a way to Daisy and wake her from her endless sleep. Along the way he will come across problems which must be solved before he can proceed. Use the objects that you find to help solve these problems.

Scoring

100 *points*
Eating a Cherry

200 *points*
Discovering a new area

300 *points*
Collecting a Magic Star

500 *points*
Solving a Problem

Zaks

CONTROLLING DIZZY

Run Left	LEFT
Run Right	RIGHT
Jump Up	A Button
Jump Left	LEFT + A
Jump Right	RIGHT + A
Pick up	B or SELECT (when standing over an Object)
Drop	B or SELECT (when in a clear spot)
Talk or Look	B or SELECT (when next to someone/something)
Pause On/Off	START Button

Objects

To pick an Object up, stand Dizzy over it and Press B. This will pick it up and show you what you are carrying. If you want to drop an Object select it by moving the arrow with UP and DOWN and then press B again. If you don't want to drop anything, simply select:-
CARRY ON EXPLORING.
Dizzy can only hold 3 Objects at any time. If you want to pick up an Object but you are holding three Objects, then you should stand in a clear spot and put an Object down first.

Example Problem

When you start the Game, Dizzy is trapped in an underground cave.

The old wooden door is locked from the outside and inside the cave is a Bucket of Water, some Straw and a Match.

To Escape you must pick up the Straw and the Match and place the Straw at the base of the door, use the Match on the Straw to set fire to it. Now that you've burnt the door use the Bucket of Water to put out the flames.

Be careful not to stand too close to the fire or you'll get burnt!

Daisy

Dylan

Hints & Tips

- *Dizzy can walk on clouds, but he'll sink through them unless you keep jumping.*
- *Don't fall in the water!*
- *You'll need to collect all 50 stars to weaken Zaks' Sleeping Spell!*
- *When you can't carry everything you want, remember to put something down in an "easy to find" place.*

Dizzy

DIZZY

CODEMASTERS' HELPLINE
1-900 RESTART
1 900 737 8278

Calls cost $1.75 for the first minute
and 90 cents thereafter.
Phone the Codemasters' Helpline for Hints and Tips that will help you play Dizzy the Adventurer™

This helpline is for gameplay advice only
If you are under 18, you MUST have your parents' permission.
Touchtone phones only.

1-900-RESTART
1-900-737-8278

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CODEMASTERS CAMERICA®

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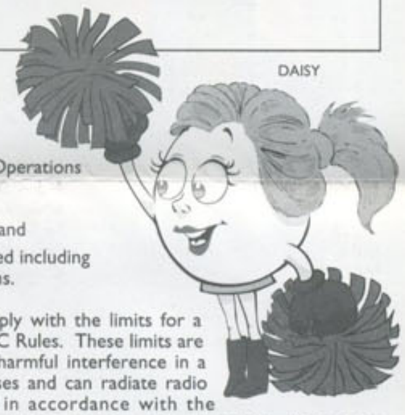
Yo Dudes it's Micro Machines® - The official Video Game.
We believe this is the most competitive racing game yet produced.
AMAZING PLAYABILITY!!! - features a very competitive two player option. 27 cunningly devised circuits - under bridges, thru oil patches - power sliding around corners - trying to beat the other drivers and become the Micro Machines Champion!
Choose your vehicle & go! Feel the power, feel the traction - excellent! Performance sports cars, Formula One racing cars, Power boats, Combat tanks, Helicopters, Garage Grime, 4x4's, Monster trucks & Turbo Wheels - **Absolutely Brilliant!!**

The Fantastic Adventures of DIZZY™

Dizzy's cartoon adventure in Zakeria - a magical kingdom ruled by the evil wizard Zaks. Explore the mysterious diamond mines, fabulous caverns, dragon's lair, cloud castle, find secret treasure maps, encounter strange magicians, wizards, trolls, pirates, leprechauns & many other weird and wonderful creatures.
Dizzy's girlfriend Daisy has been kidnapped and taken to Evil Zaks' castle in the clouds. Your job is to find the castle and defeat Zaks'. Your adventure begins in front of Dizzy's treehouse high above the forest floor. **Good Luck!**



DAISY

DIZZY THE ADVENTURER™ *was brought to you by...*

CREDITS

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POGIE

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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.
DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or
patterns, eg. a game in pause mode.
Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

☞ Please contact your TV manufacturer for more information.

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Camerica Ltd Inc., 3415 14TH Avenue, Markham,
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FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

1. This device may not cause harmful interference and
2. This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

Written by CODEMASTERS™

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